

ADVANCE

GAME BOY®

AGB-A3TE-USA

CINEMAWARE™

P R E S E N T S

The THREE STOOGES®



INSTRUCTION BOOKLET



Metro3D, Inc.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Visit www.esrb.org or call 1-800-771-3772
for rating information

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



TABLE OF CONTENTS

Getting Started.....	5
Playing The Game.....	6
Cracker Eating Contest	8
Help Wanted Doctors.....	10
Help Wanted Waiters	12
Boxing Match	14
Antics	16
Trivia.....	18
Extra Games	19
Credits	22

SAVE the ORPHANAGE!



The nasty banker I. Fleecem has threatened to tear down Ma's Orphanage unless the mortgage is paid. He wants \$5000 in 30 days - or else. The Three Stooges, known for their soft hearts and their hard heads, volunteer to rescue Ma from her plight. Being desperate, she accepts their offer.

"We'll get the dough!" vows Curly.

"5000 smackers? Where are we going to get that kind of money?" asks Larry.

"We'll get a job, you knucklehead!" says Moe.

And so the trio head into Stoogeville...



GETTING STARTED

New Game - This will start a new game.

SFX - You can either have the sound effects on or off.

Music - You can either turn the music on or off.

Password - Enter a password to continue a previous game.

After you have selected Password, press up or down on the Control Pad to select a character, press right on the Control Pad to move on to the next password character. When you have entered all 6 password characters press the **A** Button to continue your saved game.

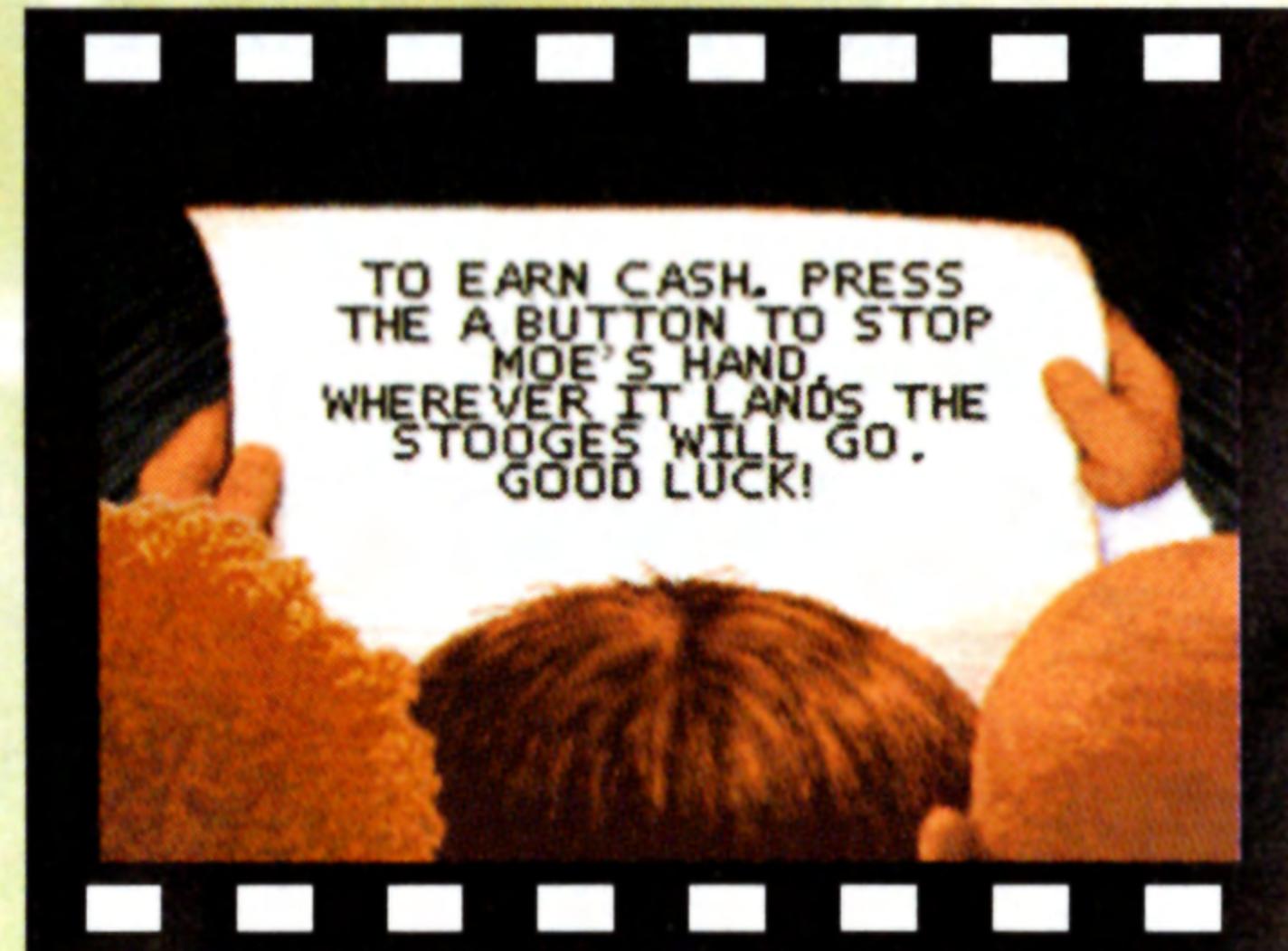
the STOOGEVILLE JOB MARKET

At the beginning of each day Moe looks over a map of Stoogeville to choose a job for the Stooges. Stoogeville is laid out like the squares of a board game.

The next six places on the map appear at the top of the screen each time Moe has to make his decision.



6



To choose a Job, stop Moe's hand as it runs along the map by pressing the **A** Button. If you don't press the button in time, a job will be chosen at random. Moe's hand moves progressively faster as the game continues, so it gets tougher to stop the hand on the job you want. You can slow the hand down by playing "Antics" (See "Antics" later in this guide).

Hint: Concentrate on the job square you want and not the motion of Moe's hand.



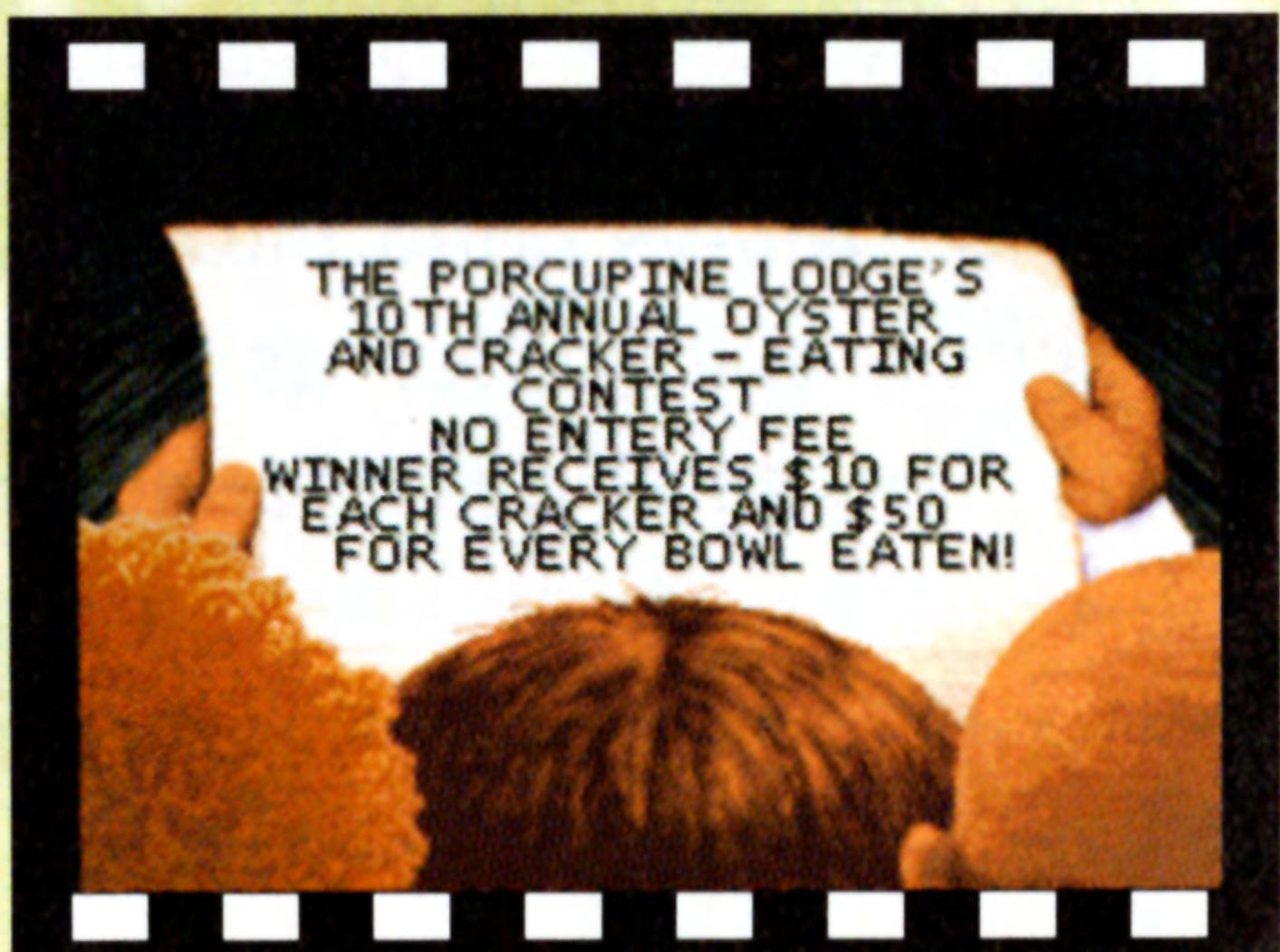
the CRACKER EATING CONTEST

Curly thinks this one's going to be like taking candy from a baby. In fact, it's like taking crackers from an oyster. Curly must compete with several greedy oysters for the crackers in his bowl of chowder.

He earns \$10 for every cracker he scoops, plus \$50 for every bowl he completes.



8



the CRACKER EATING CONTEST

Controls:

Control Pad: Maneuver Curly's spoon

Ⓐ Button: Scoop up a cracker

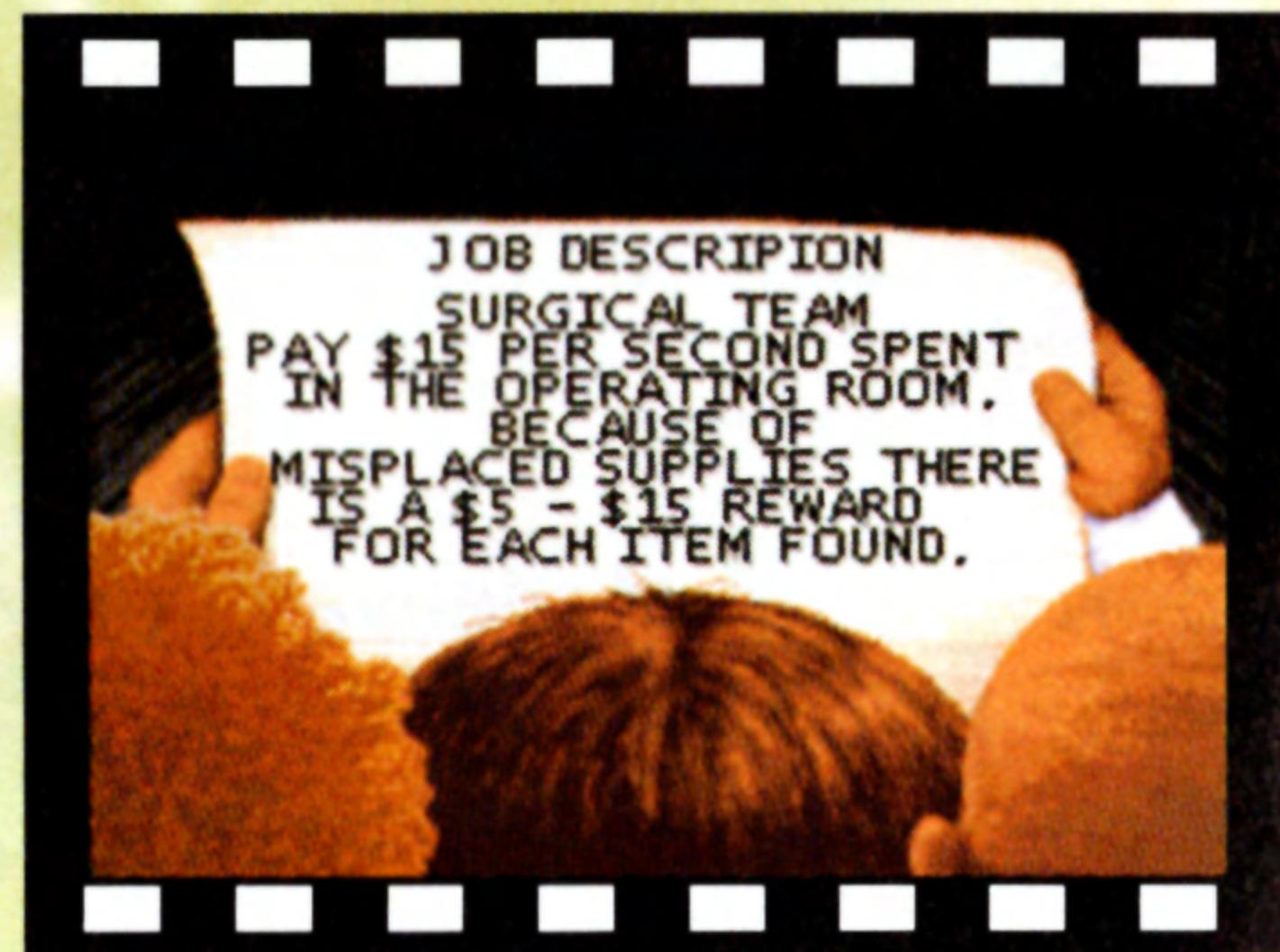
Hint: Curly would be smart to
snatch the cracker right out of the
open oyster shells.



HELP WANTED: DOCTORS

It's a real medical emergency when the Three Stooges are in charge at the hospital. They're driving midget race cars through the hospital on their way to assist in the operating room, where they can earn \$15 per second - if they get there.

The Stooges have to follow an orderly through the crowded hospital corridors while trying to grab medical supplies worth \$5 to \$15 a piece.



Controls:

Control Pad: Steer the Stooges

A Button: Accelerate

B Button: Slow down

Hint: Follow the orderly closely.
He never collides with patients.



HELP WANTED: WAITERS

The Stooges have been waiting for a job like this—serving pie to the Upper Crust. When the wealthy ladies and gentlemen complain about the slow service they soon find themselves—well, eating their own words, so to speak. They don't just sit there, though. They can throw a mean pie, too.



12



But the Stooges can still make a buck -

- Each time they hit a person, they earn \$10
- If the Stooges throw all their pies before getting hit five times, they double their money.

Controls:

Control Pad: Select a stooge. (He will automatically get up when selected.)

A Button: Throw a pie

Hints: Throw as many pies as possible, as quickly as possible.



the **BOXING MATCH:**

Curly enters the boxing ring to go six rounds with the Champ. Since Curly goes berserk when he hears the song "Pop Goes the Weasel," Moe's plan is for Larry to serenade him on the violin while he's boxing.

Uh oh! Just as Curly enters the ring, Larry breaks the violin. Now he's got to rush to and from the radio store - along a sidewalk loaded with obstacles - to bring back a radio playing Curly's fighting song before the six rounds are up.



If he's back by—

- Round 4, Curly wins \$700
- Round 5, Curly wins \$600
- Round 6, Curly wins \$500

If it's too late, Curly loses the match, the Stooges lose a day, and they don't earn any money.

Controls:

Control Pad: Move Larry

A Button: Jump over an obstacle

Hint: Find a comfortable running speed for Larry. Learn the pattern of the obstacles.



ANTICS

It doesn't take long before Larry and Curly do some numskull thing that gets on Moe's nerves, and he has to stop and slap some sense into them. You can control Moe as he slaps, pokes, punches, and kicks Curly and Larry.

The Stooges don't gain any money but the outcome can have an effect on the game. Because the more blows Moe lands



on Larry and Curly, the slower his hand will move when you return to the Stoogeville map - and the easier it will be to choose the jobs the Stooges want.

The fewer blows Moe lands the faster his hand will move along the map - and the harder it will be to choose the jobs the Stooges want.

Controls:

- Control Pad Left and Right: Make Moe face that direction

Control Pad + **A** Button: Execute attacks on the Stooge Moe is currently facing

B Button: "Fake out" the Stooge Moe is currently facing



TRIVIA

Do you know your Stooges and Cinemaware history? This game gives you the chance to help the fellas earn some money by answering trivia questions about their personal lives and show careers, as well as a few questions about the history of Cinemaware.

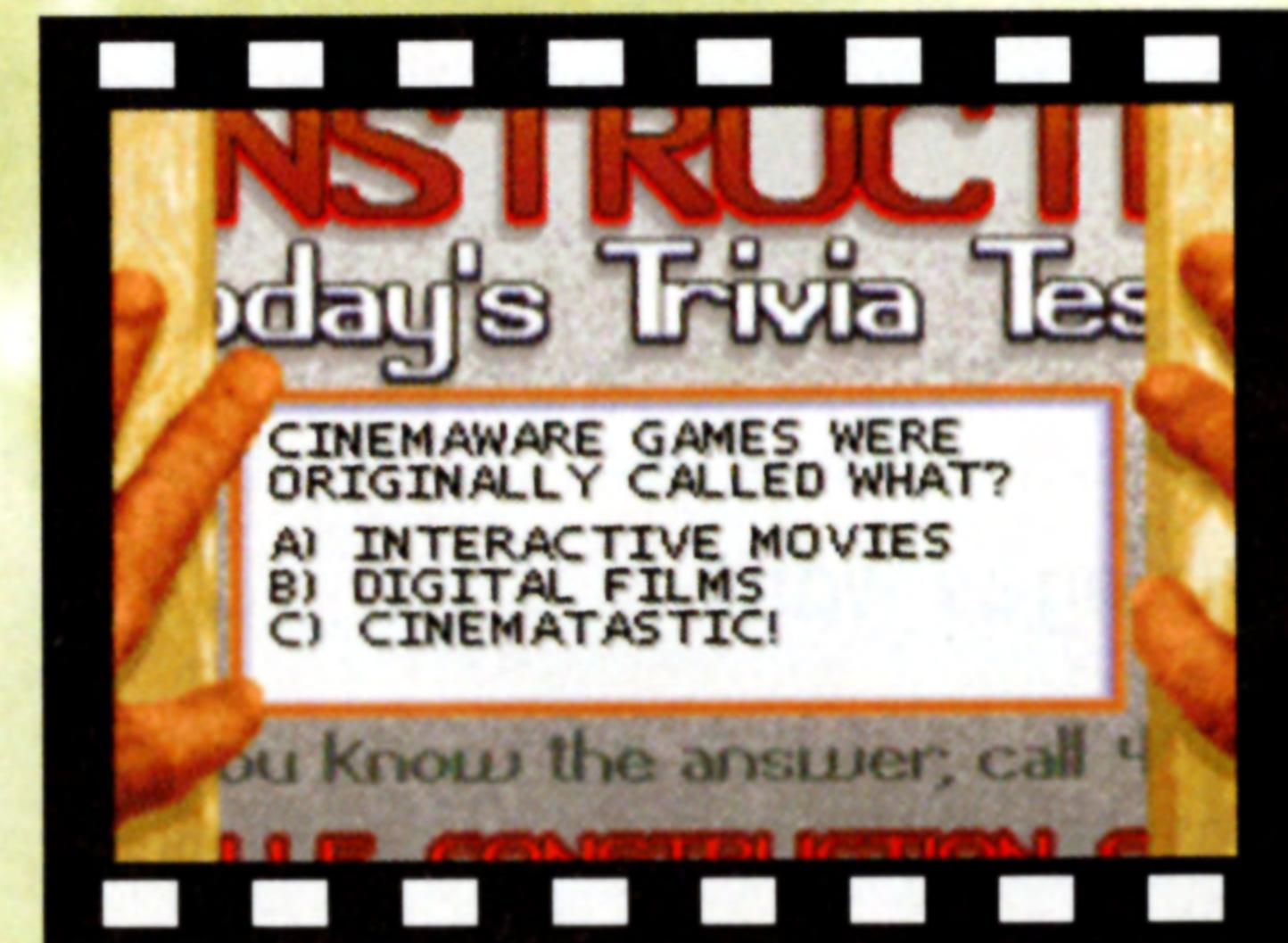
Controls:

Control Pad: Highlight an answer.

A Button: Select currently highlighted answer.



18



OTHER PLACES ON THE MAP...

Be on the lookout for other jobs around Stoogeville. The Stooges may find themselves serving pizza at a local restaurant or racing their midget racers through a crowded market! Besides the job opportunities described above, there are other squares on the Stoogeville map. Some of these squares can help our heroes get money, some take away their hard-earned cash, and most mean the loss of a day.

Mousetrap

If Moe's hand stops on the mousetrap, one of his fingers gets snapped and the Stooges can't work that day - which means they also can't earn any money that day. If all four fingers have been snapped, the Stooges can't work at all - and the game is over.

Banker

Try to avoid this square. I. Fleecem the banker is a nasty guy, with two moods: bad and worse. A visit to him might cost 10% of your money or it might



...OTHER PLACES ON THE MAP

mean only a cruel comment. In any case, the Stooges waste a day when they have to see him.

Money

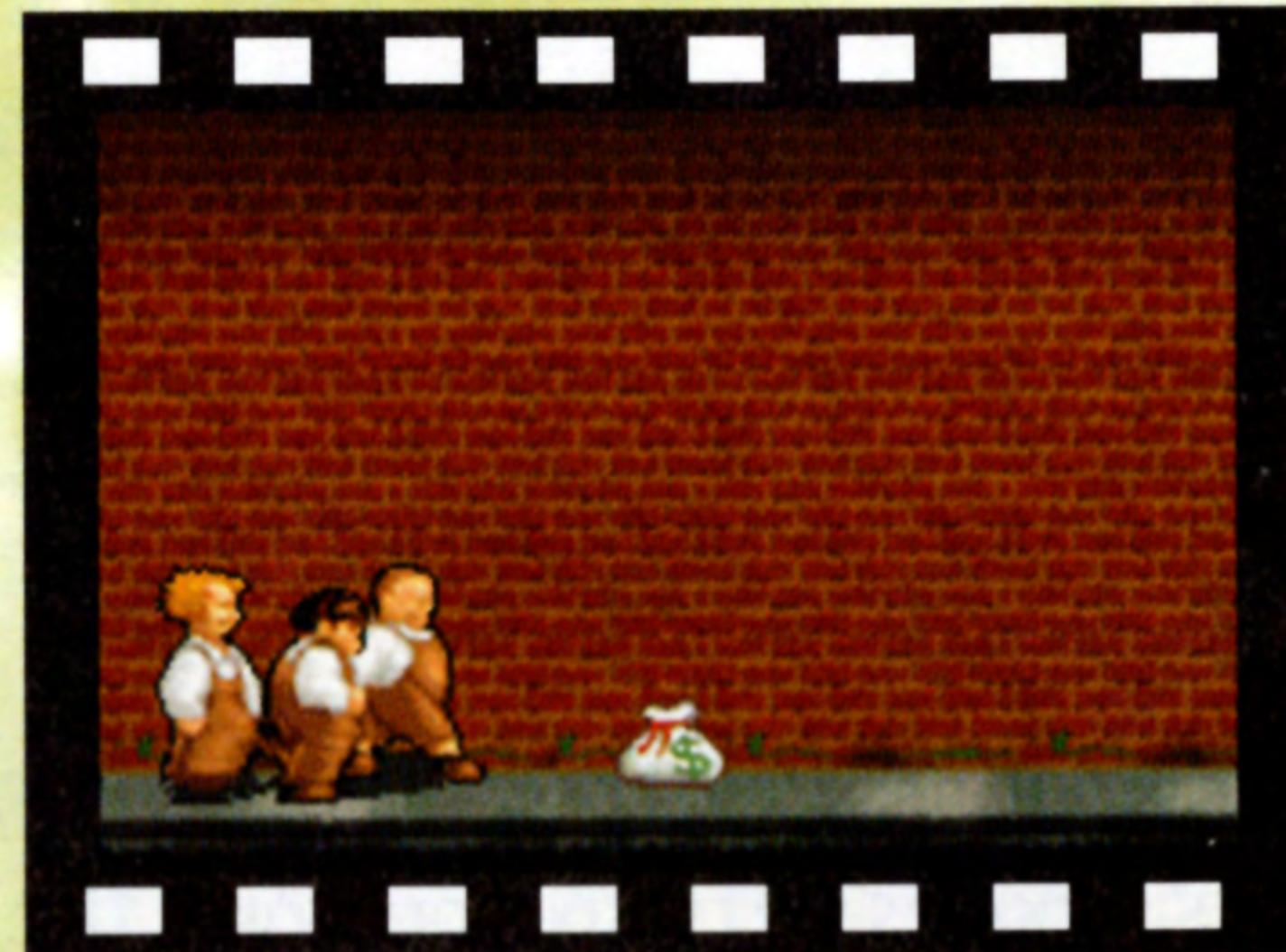
The day Moe chooses this square may be a lucky day, because it means that the Stooges find money someone has lost in the street. Sometimes the money is as much as they could earn by working. Sometimes it's not. No matter what, they use up a day.

Question Mark

There's no telling what this square will bring up - either a visit with I. Fleecem or a cash bonus - but it always means a lost day.



20



THE 31ST DAY - ARE THE STOOGES HEROES OR KNUCKLEHEADS?

The game ends when the 30 days have been used up, or when all four of Moe's fingers have been snapped in a mousetrap. The Stooges' stash of cash is counted. **Have they saved the orphanage?**

Money Needed	Outcome
Less than \$5000	Ma loses the Orphanage
\$5000 - \$9,999	Ma keeps the Orphanage
\$10, 000 - ??	Ma keeps the Orphanage and makes repairs
? and up	Ma keeps the Orphanage and makes repairs, and a great surprise awaits the Three Stooges!



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LOOK FOR THESE HOT TITLES!



Metro3D, Inc.

ON

GAME BOY ADVANCE

WINGS


**Aero the
Acrobat**

DEFENDER OF THE CROWN



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